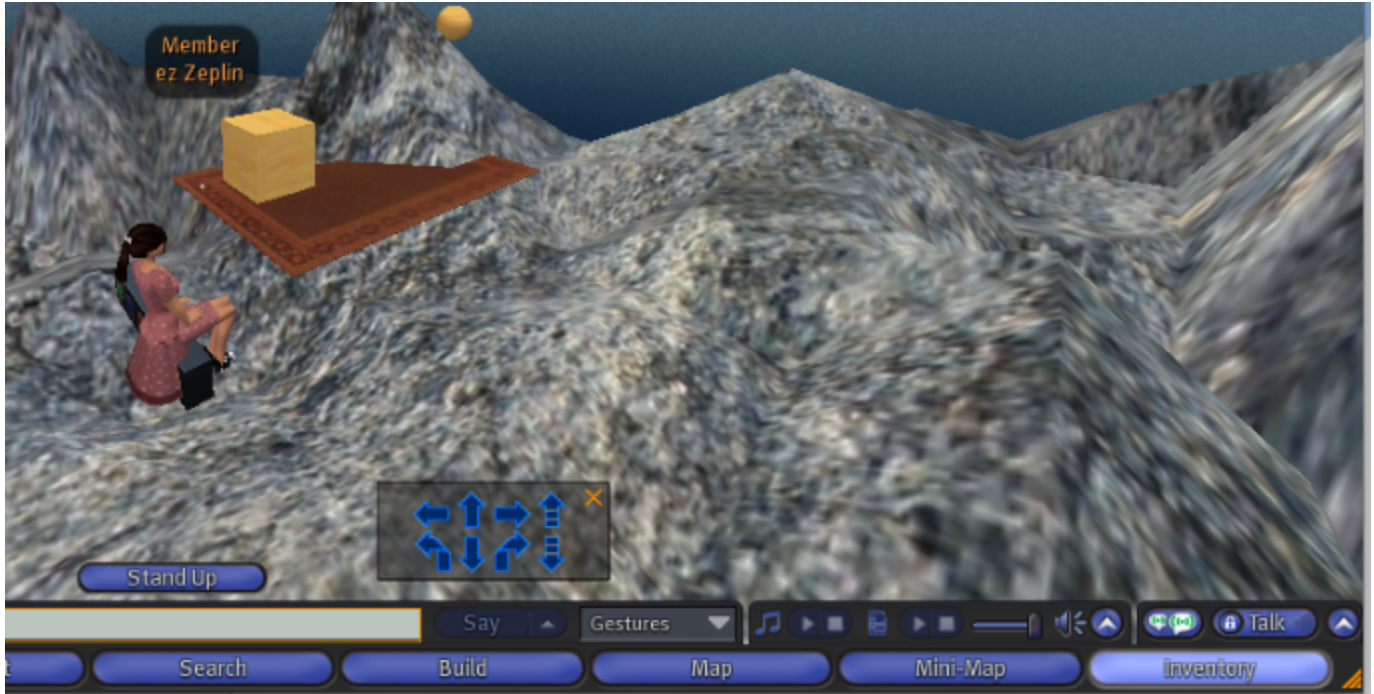


Second Life Basics

Second Life basics for EDLD 5366.

Ellen Zimmerman

Where to Start



Click on "Inventory" at the bottom right of the screen.

Select Your Inventory Type



Scroll down and select the correct category for what you want to create.

Click to "Create" Option



Click on the "Create" button at the top of the dialog box.

Edit the New Script



Right click to edit the New Script.

Copy the Script From www.3greeneggs.com/autoscript/

Here is your script:

```
// This script was auto-generated by Ann Enigma's script autogenerator
// available at http://www.3greeneggs.com/autoscript/

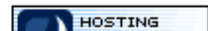
default
{
    state_entry() {
        // change color!
        llSetColor(<0,0,1.0>,ALL_SIDES);
    }
}
```

If you see a "Note:" in the comments of your script, there is another action that you must take before your script v put both the script and a landmark in an object or you will get a "missing landmark" error.

Not sure [what to do next?](#)

Please leave feedback by [commenting here!](#)

Are you curious about [what other people are generating?](#)



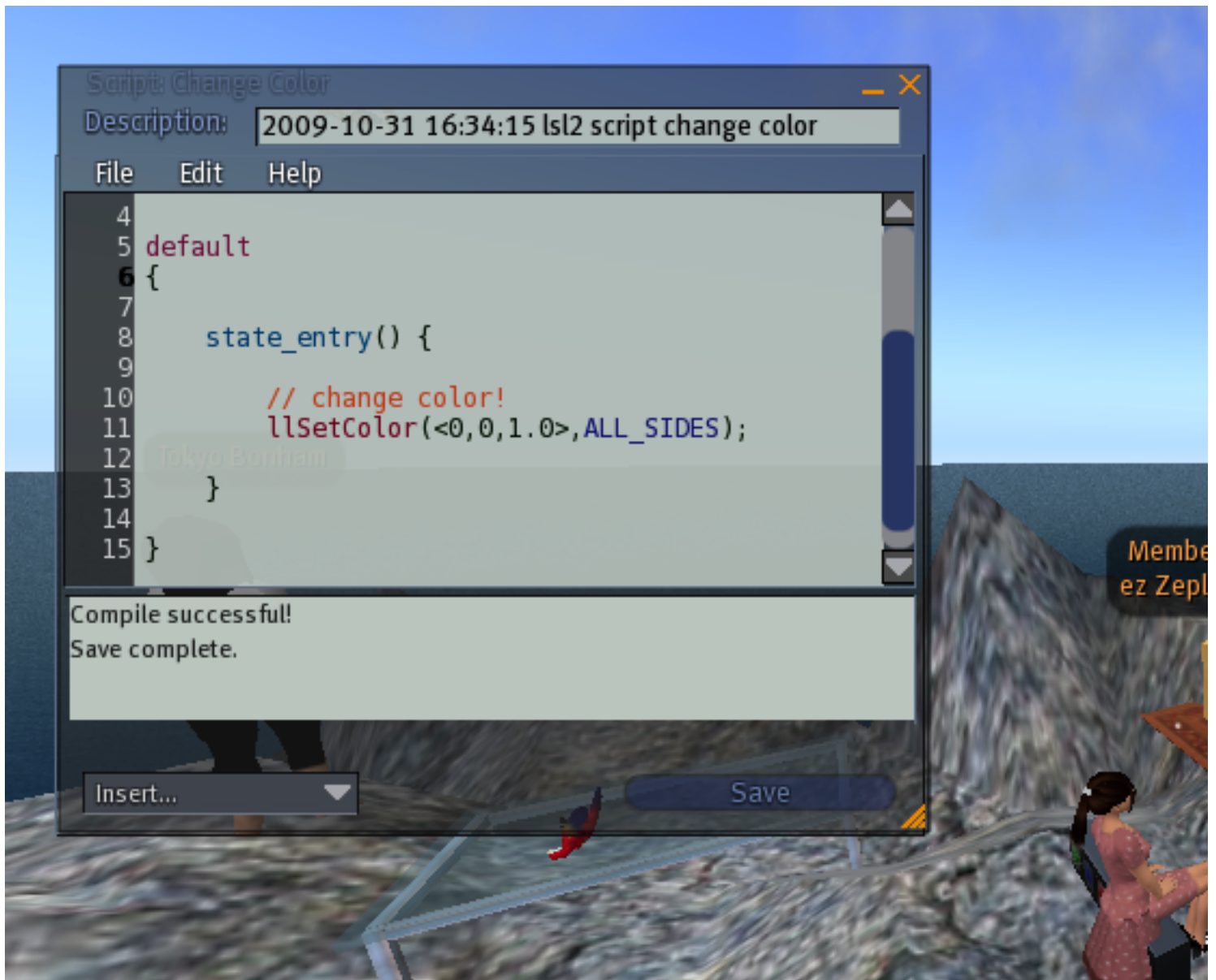
Copy the script you create on the Web to paste over the existing code in SL.

Replace the Script



Replace the existing script with your new script by pasting, change the name and click on "Save".

Success Message



You should get a compile successful message if it worked. The greeneggs site has most of this information on it.

Making it Work



To make the script work, drag it to the object or use the shortcut command, if you created one.